
Subject: Renegade Alert MAD Tank
Posted by [Aircraftkiller](#) on Wed, 07 Apr 2004 04:41:40 GMT
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MAD Tank, otherwise known as the Mutually Assured Destruction tank.

It generates a harmonic resonance wave that damages vehicles and structures, but doesn't harm infantry. It must deploy to charge its weapon, kicking you out of the vehicle to complete the process.

When it deploys, an audible message is heard. "MAD Tank deployed."

When it detonates, it destroys itself and sends out the resonance wave which removes 44% of the hitpoints on any vehicle or structure. Three can destroy an entire base, if used in cohesion.

Costs \$2,400.

Model: Sir Phoenixx
Texture: Darkblade

Subject: Renegade Alert MAD Tank
Posted by [bigejoe14](#) on Wed, 07 Apr 2004 04:49:22 GMT
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What's the maximum effective range? Is it the same at the atom bomb?

Subject: Renegade Alert MAD Tank
Posted by [IRON FART](#) on Wed, 07 Apr 2004 05:31:03 GMT
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It must be if it can affect an entire base. Just not as powerful.

Subject: Renegade Alert MAD Tank

Posted by [Alkaline](#) on Wed, 07 Apr 2004 08:15:58 GMT

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its yellowish brown in the icon but the model looks green. Needs to be redone to look better like the harvesters.

Subject: Renegade Alert MAD Tank

Posted by [Aircraftkiller](#) on Wed, 07 Apr 2004 08:35:01 GMT

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Because we wanted it green. Soviet vehicles came in tan, dark grey, or green.

Subject: Renegade Alert MAD Tank

Posted by [U927](#) on Wed, 07 Apr 2004 12:35:41 GMT

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1) Will it affect friendlies as well?

2) As bigjoe asked, what is the range of the shockwave?

Heh heh, I'm going to have so much fun stealing one and using it inside the Soviet base...
:twisted:

Subject: Renegade Alert MAD Tank

Posted by [Deafwasp](#) on Wed, 07 Apr 2004 17:21:02 GMT

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The question is, why would someone use the Mad tank when they could use the demo truck?

Subject: Renegade Alert MAD Tank

Posted by [Aircraftkiller](#) on Wed, 07 Apr 2004 17:29:55 GMT

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Did you even play RA? Demolition Trucks, while fast, cost \$2,400 (Same as the MAD Tank) and had little armor. One soldier could destroy them and waste the investment. They also had to be right next to their target and they didn't do as much damage as a MAD Tank did.

The MAD Tank had a cell radius of 20, which is about 300 meters in Renegade, viewing distance. While it moved slow, three could take out an entire base from a long distance.

Subject: Renegade Alert MAD Tank

Posted by [Majiin Vegeta](#) on Wed, 07 Apr 2004 18:54:43 GMT

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AircraftkillerDid you even play RA? Demolition Trucks, while fast, cost \$2,400 (Same as the MAD Tank) and had little armor. One soldier could destroy them and waste the investment. They also had to be right next to their target and they didn't do as much damage as a MAD Tank did.

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theres me thinking SBH nukes where annoying just stick 5 of these outside the base.. 3 2 1
Soviet's win

Subject: Renegade Alert MAD Tank

Posted by [cheesesoda](#) on Wed, 07 Apr 2004 18:58:57 GMT

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so it's range would be in a diameter of 600 meters in Renegade?

What's the average size of a normal base?

Subject: Renegade Alert MAD Tank

Posted by [Gernader8](#) on Wed, 07 Apr 2004 19:04:08 GMT

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Majiin VegetaAircraftkillerDid you even play RA? Demolition Trucks, while fast, cost \$2,400 (Same as the MAD Tank) and had little armor. One soldier could destroy them and waste the investment. They also had to be right next to their target and they didn't do as much damage as a MAD Tank did.

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theres me thinking SBH nukes where annoying just stick 5 of these outside the base.. 3 2 1
Soviet's win

Yeah, but these things will move alittle slower than a mammoth, and have no defensive capabilities. These things are gaint slow moving targets, that have one hell of a bite.

Subject: Renegade Alert MAD Tank

Posted by [Oblivion165](#) on Wed, 07 Apr 2004 20:25:28 GMT

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isnt the piston supposed to go all the way into the tank? im pretty sure it showed it doing that in a RedAlert Level movie thing.

Subject: Renegade Alert MAD Tank
Posted by [maytridy](#) on Wed, 07 Apr 2004 21:27:59 GMT
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Definitely not the best that I've seen from the Ren Alert team, but this will probably be redone like the rest of the vehicles.

Subject: Renegade Alert MAD Tank
Posted by [Aircraftkiller](#) on Wed, 07 Apr 2004 23:18:54 GMT
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You mean like this?

Subject: Renegade Alert MAD Tank
Posted by [xptek_disabled](#) on Wed, 07 Apr 2004 23:33:41 GMT
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Much better

Subject: Renegade Alert MAD Tank
Posted by [Fabian](#) on Wed, 07 Apr 2004 23:39:00 GMT
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Maybe it's because I am comparing it to the Ore Truck, which is incredible...but the texture map on the MAD tank doesn't look too great.

for instance...there seem to be texture missalignments:

And the vehicle looks very plain in general...it seems like for most part its just the same repeating metal texture. I couldn't do better, but I think the RenAlert team can.

Subject: Renegade Alert MAD Tank
Posted by [maytridy](#) on Thu, 08 Apr 2004 00:13:44 GMT
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Yes Ack, I do mean like that, but I agree with SEAL. It's good, but still a little too plain.

Subject: Renegade Alert MAD Tank
Posted by [Alkaline](#) on Thu, 08 Apr 2004 00:32:18 GMT
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AircraftkillerBecause we wanted it green. Soviet vehicles came in tan, dark grey, or green.

I thought the purpose of renalert was to be closley as possible to ra...

Subject: Renegade Alert MAD Tank
Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 00:35:34 GMT
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Nothing there is misaligned.

The two spots you're pointing out on the cockpit area would be lighting. You know about lighting in W3D Viewer, that it's possible to adjust it? I simply adjusted it to show the contrast and the edges of the model.

The two bars not meeting up, what makes you think they're meant to do that? It's rather obvious it was intended to be that way or else we could easily have made them meet.

It isn't the same "repeating metal texture" because it's two UV maps with one set style.

Nothing in it repeats.

Subject: Renegade Alert MAD Tank
Posted by [Fabian](#) on Thu, 08 Apr 2004 00:42:41 GMT
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AircraftkillerIt isn't the same "repeating metal texture" because it's two UV maps with one set style.

Nothing in it repeats.

SEALit seems like for most part its just the same repeating metal texture.

I dont think anyone cares about it being "two UV maps with one set style." It looks very dull compared to the other work that RenAlert has produced. There is no need to get defensive...I'm just trying to give some honest feedback.

Subject: Renegade Alert MAD Tank
Posted by [Slash0x](#) on Thu, 08 Apr 2004 00:58:14 GMT
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All I have is a question...

I thought the MAD tank was only good for was for squashing infantry. I bought one of those a long time ago and to the best of my knowledge, all it did was run over enemies.

I haven't looked to far into this vehicle because I thought it to be useless unless there's a strategy I don't know about.

PS: I remember it being slow as a snail though.

[EDIT]

How big is it compared to...let say...a mammoth tank? Just curious... :rolleyes:

Subject: Renegade Alert MAD Tank
Posted by [maytridy](#) on Thu, 08 Apr 2004 01:13:52 GMT
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The lighting makes the textures look more like they don't meet in that spot, but they still don't flow perfectly.

The textures do look like they're bland and plain. The tank needs some more variateion, like the reference pic.

Subject: Renegade Alert MAD Tank
Posted by [bigjoe14](#) on Thu, 08 Apr 2004 01:29:54 GMT
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It dosen't need variation. The damn thing's gonna blow up anyway. There's no sense in prettying up something just to see it blown to bits.

Subject: Renegade Alert MAD Tank
Posted by [maytridy](#) on Thu, 08 Apr 2004 01:33:42 GMT
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But it drives around like a normal vehicle, until the driver decides to detonate. So, might as well treat it like a normal vehicle.

Subject: Renegade Alert MAD Tank

Posted by [Fabian](#) on Thu, 08 Apr 2004 01:45:24 GMT

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bigejoe14It dosen't need variation. The damn thing's gonna blow up anyway. There's no sense in prettying up something just to see it blown to bits.

The Demo truck, by your logic, doesn't need variation either. Yet, somehow, it has variation.

Subject: Renegade Alert MAD Tank

Posted by [Oblivion165](#) on Thu, 08 Apr 2004 01:47:19 GMT

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yeah ia agree with the above, i am tired of seeing the mammoth tank body though. Im aware that it supposed to be similar.

Subject: Renegade Alert MAD Tank

Posted by [Oblivion165](#) on Thu, 08 Apr 2004 02:00:01 GMT

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oh and ther isnt enought room for the piston to go into the body.

Subject: Renegade Alert MAD Tank

Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 02:02:20 GMT

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That's because it doesn't go completely into the body until it detonates, and by then you don't even see it.

Subject: Renegade Alert MAD Tank

Posted by [bigejoe14](#) on Thu, 08 Apr 2004 03:05:06 GMT

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Quote:The Demo truck, by your logic, doesn't need variation either. Yet, somehow, it has variation.

It dosen't have variation. It's just a cargo truck with a logo spray painted onto the side.

Subject: Renegade Alert MAD Tank

Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 03:33:38 GMT

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SEALAircraftkillerIt isn't the same "repeating metal texture" because it's two UV maps with one set style.

Nothing in it repeats.

SEALit seems like for most part its just the same repeating metal texture.

I dont think anyone cares about it being "two UV maps with one set style." It looks very dull compared to the other work that RenAlert has produced. There is no need to get defensive...I'm just trying to give some honest feedback.

The fuck? I'm not being defensive, I'm answering your replies, unless you'd rather I ignore them and get on with more game development work.

It looks dull, what do you expect? Tanks don't normally come in "HEY I'M A BIG FLAMING HOMO" rainbow colors... And there's no reason to camoflaugue something when all it does is drive directly to a destination and deploy itself into a destruction-mobile.

Subject: Renegade Alert MAD Tank
Posted by [U927](#) on Thu, 08 Apr 2004 05:39:44 GMT
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The piston brings an interesting question.

Will there be an animation on the vehicle showing the piston moving up and down as it charges the harmonic wave?

Subject: Renegade Alert MAD Tank
Posted by [Oblivion165](#) on Thu, 08 Apr 2004 06:50:52 GMT
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it should, and ack, everyone will see it, there is always a way.

It should go all the way in, go up and down insainly fast, and several times.....Then detonate.

Subject: Renegade Alert MAD Tank
Posted by [cheesesoda](#) on Thu, 08 Apr 2004 12:23:41 GMT
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Aircraftkiller

It looks dull, what do you expect? Tanks don't normally come in "HEY I'M A BIG FLAMING HOMO" rainbow colors... And there's no reason to camoflaugue something when all it does is drive

directly to a destination and deploy itself into a destruction-mobile.

Of course they do, moron. Some even have big purple letters on them saying "Support Gay Marriage" and "We're here, we're queer, now surrender."[/sarcasm]

Subject: Renegade Alert MAD Tank
Posted by [Sir Phoenixx](#) on Thu, 08 Apr 2004 12:43:19 GMT
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oblivion165oh and ther isnt enough room for the piston to go into the body.

Who the fuck says it has to go all the way down? :rolleyes:

Subject: Renegade Alert MAD Tank
Posted by [m1a1_abrams](#) on Thu, 08 Apr 2004 13:51:27 GMT
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I had always assumed that the large cylinder goes into the ground (or just hits it very hard), somehow triggering a mini-earthquake.

Subject: Renegade Alert MAD Tank
Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 18:19:53 GMT
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Once it charges all the way, the energy built up in the piston allows it to break through the tank's weak underside and smash into the ground, releasing the harmonic resonation wave into the area.

Subject: Renegade Alert MAD Tank
Posted by [OrcaPilot26](#) on Thu, 08 Apr 2004 18:58:28 GMT
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Hmmm, I just don't think this vehicle is up to par with that ore truck (but it comes close)

Yet it looks way better than the mammoth tank...

I realize that none of the RenAlert vehicles other than the ore truck have transparent windows. You could at the very least give them reflective windows.

Subject: Renegade Alert MAD Tank
Posted by [Aircraftkiller](#) on Thu, 08 Apr 2004 19:07:22 GMT
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Not much sense to it. The Ore Truck windows are barely transparent, because of all the dirt and grime on them.

You shouldn't use the Ore Truck as a reference for all of the vehicles. Naturally they're going to be different.

Subject: Renegade Alert MAD Tank
Posted by [cheesesoda](#) on Thu, 08 Apr 2004 19:33:42 GMT
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Nobody is ever going to be content. If they were to change the MAD Tank and it ends up better than the ore truck, people are going to complain about the ore truck not being as good as the MAD Tank, and so on and so forth. Everybody is too fickle. If something looks really good, there is no need to compare it to something that may be a little better.

Subject: Renegade Alert MAD Tank
Posted by [OrcaPilot26](#) on Thu, 08 Apr 2004 20:00:34 GMT
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I still think the MAD Tank's (and demo truck's) windows look wierd. They need some dirt, or maybe they're too blue.

There's also the issue of colors of vehicles. At the moment you have gray vehicles for both the Allies and Soviets, with the exception of vehicles like the Phase Transport and Ore Trucks (what!, blue and red?).

Now are these colors final, or are you going to give each side a certain color for all their vehicles [in the future].

Subject: Renegade Alert MAD Tank
Posted by [Oblivion165](#) on Thu, 08 Apr 2004 20:29:05 GMT
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Sir Phoenixoblivion165oh and ther isnt enough room for the piston to go into the body.

Who the fuck says it has to go all the way down? :rolleyes:

says the video of the mad tank, from red alert.

Subject: Renegade Alert MAD Tank

Posted by [cheesesoda](#) on Thu, 08 Apr 2004 20:31:58 GMT

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AircraftkillerOnce it charges all the way, the energy built up in the piston allows it to break through the tank's weak underside and smash into the ground, releasing the harmonic resonation wave into the area.

Subject: Renegade Alert MAD Tank

Posted by [maytridy](#) on Thu, 08 Apr 2004 21:33:29 GMT

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da_shizNobody is ever going to be content. If they were to change the MAD Tank and it ends up better than the ore truck, people are going to complain about the ore truck not being as good as the MAD Tank, and so on and so forth. Everybody is too fickle. If something looks really good, there is no need to compare it to something that may be a little better.

That's what makes this mod so great. People keep pushing it to be better than it is.

Subject: Renegade Alert MAD Tank

Posted by [cheesesoda](#) on Thu, 08 Apr 2004 22:15:52 GMT

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i have to agree with that, at the moment i can't defend my case. i can still see what i mean and i can see what you mean. i guess what im trying to say is, you have to draw the line somewhere.

Subject: Renegade Alert MAD Tank

Posted by [htmlgod](#) on Sat, 10 Apr 2004 20:41:08 GMT

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Well I think it looks pretty nice. But you guys are DEFINITELY way too much into the scientific specifications of your vehicles. Anyway, it kinda looks 1920ish to me, mostly because of those weird submarine-like windows. Other than that its pretty hot, just a weird design.

Subject: Renegade Alert MAD Tank

Posted by [Aircraftkiller](#) on Sat, 10 Apr 2004 22:37:26 GMT

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It's always good to know what you're making is capable of, so you don't end up causing it to do something it wasn't designed for.

Physics is good.
